

# Logic and probabilities for recommender systems

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# Contents

- Tourism recommenders as a case study
- Input and output
- Which probabilities we need?
- Simple layered semantics
- Cumulating evidence
- Rankings via meta-logical calculations

# Recommender systems?

- Several historical „expert systems“ were recommender systems (medicine etc)
- Google is a popularity-focused recommender
- Social network systems are recommender systems: recommend news items and possible friends and topics
- The wealth of data available online

# Two main recommender types

- Collaborative filtering
- Rule-based, also called content-based

# Our tourism recommender project

- <http://www.sightsplanner.com>
- <http://www.sightsmap.com>

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27.03.2011

12:57

**Tallinn**

# Sightsp planner

The best guide to town

Each visit is unique: plan your trip to Tallinn just the way you like it

[How to use?](#)

## Walk in the city

Nice walk around the medieval Old town, history and cafes

[Choose](#)

## Active life

Great events, spiced with sports and outdoor activities

[Choose](#)

## A night in the town

Clubs, pubs, party and dancing all night long!

[Choose](#)

## Culture

Beautiful architecture, amazing paintings and concerts

[Choose](#)[Get your plan](#)or [see what's popular](#)

Less

More

+ Events

+ Museums &amp; Arts

+ Architecture &amp; City

+ Eating out

+ Shopping

+ Sports &amp; Outdoor

+ Bars &amp; Nightlife

Time

14:00

28.03.2011

Duration [1h](#) [2h](#) [3h](#) [6h](#) [8h](#)[by car](#) [on foot](#)

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Less

More

+ Events

- Museums &amp; Arts

Modern art gallery ☒ ☐ ☐ ☐

Installation, Happening ☒ ☐ ☐ ☐

Old history museum ☒ ☐ ☐ ☐

Science museum ☒ ☐ ☐ ☐

Classical art exhibition ☒ ☐ ☐ ☐

Other art ☒ ☐ ☐ ☐

Contemporary history ☒ ☐ ☐ ☐

Nature museum ☒ ☐ ☐ ☐

+ Architecture &amp; City

- Eating out

Traditional restaurant ☒ ☐ ☐ ☐

European restaurant ☒ ☐ ☐ ☐

Fine dining ☒ ☐ ☐ ☐

Fast food ☒ ☐ ☐ ☐

Asian restaurant ☒ ☐ ☐ ☐

Other restaurant ☒ ☐ ☐ ☐

Pub ☒ ☐ ☐ ☐

Cafe ☒ ☐ ☐ ☐

Time

14:00

29.03.2011

📅

Duration

1h

2h

3h

6h

8h

by car

on foot



# 1. Estonian History Museum - Great Guild Hall

[Read more](#) [Locate on map](#)

Museums and Arts

Architecture and City

Old history museum

Medieval architecture

In the course of time, the Great Guild Hall has played an important role in the life of the city. The permanent exhibition of the History Museum located in the building introduces Estonia's history...

Arrive 14:05

Stay

45

minutes

[Remove from selection](#)

Walk 5 minutes



# 2. Katariina käik (St Catherine's Passage)

[Read more](#) [Locate on map](#)

Landmark

Architecture and City

Medieval architecture

Vene and Müürivahe Streets are connected by Katariina käik. You can see the remaining parts of St Catherine's Church in its northern end. The southern part of the passage is lined by residenti...

Arrive 14:55

Stay

20

minutes

[Remove from selection](#)

Walk 5 minutes



# 3. Olde Hansa

[Read more](#) [Locate on map](#)

Eating out

Traditional restaurant

Olde Hansa Restaurant

[See more](#)

Arrive 15:20

Stay

60

minutes

[Remove from selection](#)

Walk 10 minutes





Tallinn

## Sightsp planner

The best guide to town

Each visit is unique: plan your trip to Tallinn just the way you like it

[How to use?](#)

The itinerary below is based on your category preferences, start time, duration and means of transport. This is matched with the information about sights: their types, opening times, location, typical visit time and popularity of the sight.

To see more information for an object, click the "Read more" or "Locate on map" link. The map with all the suggested objects is below the itinerary and the predicted transit time is shown between the objects.

You can remove suggestions by clicking the "Remove from selection" link. You can set the time at each object by clicking the number of minutes next to each object. If you have changed the stay time on objects or removed some objects from the itinerary, click the "Suggest more" button to get a fresh itinerary with the new suggestions.

Suggest more

or [change preferences](#) or [see what's popular](#)

Time 14:00

28.09.2011

Duration

1h

2h

3h

4h

5h

6h

7h

8h

9h

10h

11h

12h

13h

14h

15h

16h

17h

18h

19h

20h

21h

22h

23h

24h

25h

26h

27h

28h

29h

30h

31h

32h

33h

34h

35h

36h

37h

38h

39h

40h

41h

42h

1. Katerina kääk (St Catherine's Passage) [Read more](#) [Locate on map](#)Lenses: [Lifestyle and City](#) [Historical heritage](#)

Vene and Müürivahe Streets are connected by Katerina kääk. You can see the remaining parts of St Catherine's Church in its northern and The southern part of the passage is lined by residents...

Arrive 14:05

Stay

20

minutes

[Remove from selection](#)

Walk 5 minutes

2. Kõrts [Read more](#) [Locate on map](#)Lenses: [Lifestyle and City](#) [Historical heritage](#)

Vene and Müürivahe Streets are connected by Katerina kääk. You can see the remaining parts of St Catherine's Church in its northern and The southern part of the passage is lined by residents...

Arrive 14:30

Stay

20

minutes

[Remove from selection](#)

Walk 5 minutes

3. Masters Yard [Read more](#) [Locate on map](#)Lenses: [Shopping](#) [Architecture](#) [Lifestyle and City](#) [Historical heritage](#)

This quiet courtyard in the Old Town is a little place of Tallinn as it was centuries ago when people appreciated the work of craftsmen, who put their heart and soul into everything they made. You ...

Arrive 15:05

Stay

40

minutes

[Remove from selection](#)

Walk 5 minutes

4. Town Hall Square [Read more](#) [Locate on map](#)Lenses: [Lifestyle and City](#) [Historical heritage](#)

Throughout the centuries, the Town Hall Square has been used as a market square and gathering place. The square in front of the Town Hall was used for trading even before the Town Hall was built. C...

Arrive 15:30

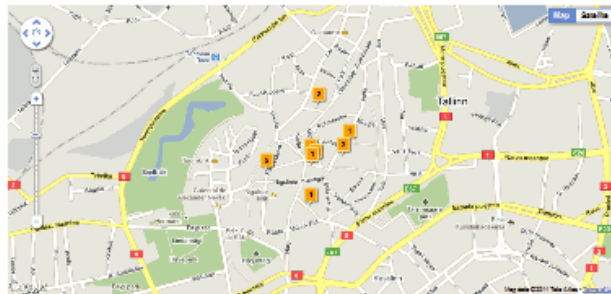
Stay

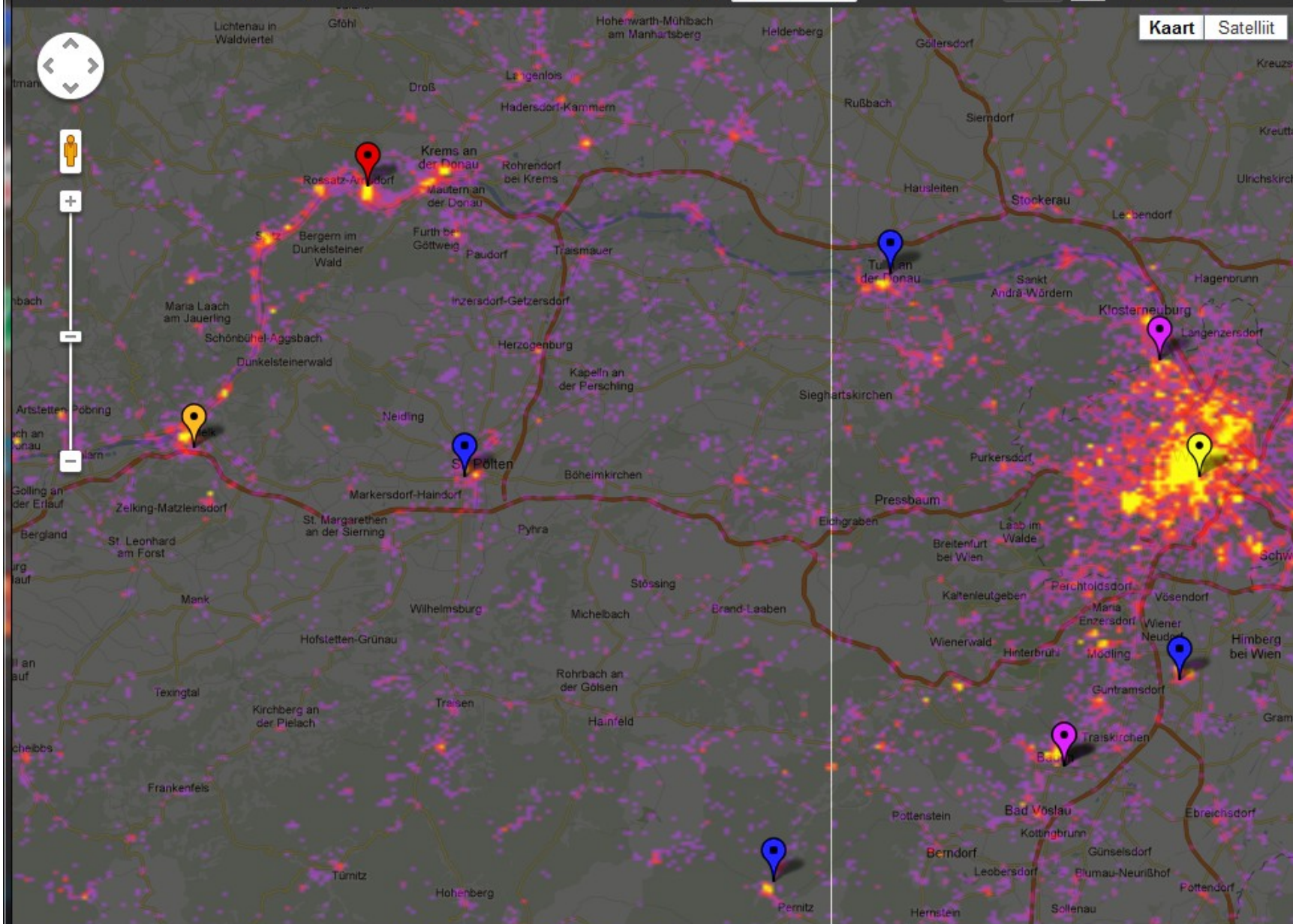
20

minutes

[Remove from selection](#)

Start time 14:05 | End time 15:10 | Time spent: ~2 hours and 04 minutes









# Input 1

- User interests:

likes(john,nightlife,0.6)

likes(john,sports,0.8)

likes(john,music,0.7)

likes(john,heavymetal,0.9)

dislikes(john,classicalmusic,0.9)

# Input 2

- Object properties:

type(omalley,bar,0.9)

activity(omalley,footballwatching,0.7)

popularity(omalley,1000)

type(crown,restaurant,1.0)

activity(crown,heavymetal,0.8)

popularity(crown,1500)

opentime(crown,12.00,0.9)

# Input 3

- Knowledge about the world:

`type(X,church,M) -> type(X,architecture,M*0.9)`

`type(X,bar,M) -> type(X,drinkingplace,M)`

`type(X,restaurant,M) -> type(X,drinkingplace,M*0.7)`

`activity(X,footballwatching,M) -> activity(X,sports,M)`

`type(X,fastfood,M) -> visitminutes(X,20,0.8*M)`

`type(X,bar,M) & M>0.75 -> openat12(X,0.85)`

`description(X,S) &  
contains_str(S,"paintings") &  
contains_str(S,"gallery") ->  
type(X,artcollection,0.8)`

# Output

- **Recommendations**: numerical ranks for all tourism objects:

rank(john,omalley,0.6)

rank(john,crown,0.5)

# Reasoning tasks

- **Object identities**: are two objects A and B obtained from different sources actually equal?
- **Object types from content**: using title, abstract, source etc, calculate wheather the object is a city, a castle, a church, medieval, modern, a drama play, a classical music concert, a rock concert, ...
- **Generalised object types**: if we know that an object is a bar (with some confidence X), then it is also a nightlife spot (with some confidence Y)
- **Additional properties** like time of visit,



# Probabilities?

There is a large number of probability-oriented theories and several reasoning systems, yet no “mainstream” probabilistic rule-based derivation algorithms exist

Fuzzy logic, probabilistic logic, Bayes networks, ....

Probabilistic datalog, probabilistic prolog, ...

Mycin, Emycin, Cadiag-2, ...

# Goal

Formulate a practical, correct and complete way to use probabilities in rules for the (tourism) recommender context, using object logic.

Metalogic:

0.9:  $\text{type}(X, \text{church}) \rightarrow \text{type}(X, \text{architecture})$

0.8:  $\text{type}(X, \text{fastfood}) \rightarrow \text{visitminutes}(X, 20)$

Object logic:

$\text{type}(X, \text{church}, M) \rightarrow \text{type}(X, \text{architecture}, M * 0.9)$

$\text{type}(X, \text{fastfood}, M) \rightarrow \text{visitminutes}(X, 20, M * 0.8)$

# Which kinds of probabilities?

Non-strict sets a la „blue“, „large“, ...

**Fuzzy logic** :  $p(A \vee B) = \max(p(A), p(B))$

0.95:  $\text{type}(X, \text{church}) \rightarrow \text{type}(X, \text{architecture})$

0.7:  $\text{type}(X, \text{theatre}) \rightarrow \text{type}(X, \text{architecture})$

Incomplete knowledge a la „not sure that“ ...

**Probabilistic**:  $p(A \vee B) = p(A) + p(B) - (p(A) * p(B))$

0.8:  $\text{type}(X, \text{bar}) \rightarrow \text{openat12}(X)$

**Object logic**:

$\text{type}(X, \text{church}, M) \rightarrow \text{type}(X, \text{architecture}, M * 0.9)$

$\text{type}(X, \text{fastfood}, M) \rightarrow \text{visitminutes}(X, 20, M * 0.9)$

# Object logic layers of interpretation

- Pred(t): Pred(t) holds.
- Pred(t,m): Pred(t) holds with a fuzzy measure at least m.
- Pred(t,m,c): With confidence (probability) at least c,  
Pred(t) holds with at least a fuzzy measure m.
- Pred(t,m,c,d): The fact "with confidence (probability) at  
least c, Pred(t) holds with at least a fuzzy  
measure m,, holds and depends on the set of  
clauses d.

# Examples

`bar(malloy,0.9,1)`: we are certain that malloy is bar  
with a fuzzy measure at least 0.9

`bar(crown,0.9,0.8)`: we are 0.8 confident that crown is  
a bar with a fuzzy measure at least 0.9

# Rule examples

$\text{bar}(X, M, C) \ \& \ M > L \ \rightarrow \ \text{openat12}(X, 1, C * 0.8):$

when we have confidence  $C$  in that  $X$  is a bar with a measure  $M$  at least  $L$ , we are  $C * 0.8$  confident that it is open at 12 with a measure 1.

optionally

$\text{bar}(X, M, C) \rightarrow \text{openat12}(X, 1, M * C * 0.8):$

example of a sure rule:

$\text{bar}(X, M, C) \rightarrow \text{can\_eat\_at}(X, M * 0.5, C):$

# Fuzzy part is easy

Use your own preferred function  $f$  and limits for fuzzy derivation

$\text{Pred}(X, M1) \ \& \ \text{Pred}(X, M2) \rightarrow \text{Pred}(X, f(M1, M2))$

$\text{Pred}(X, M) \ \& \ M > L \rightarrow \text{Pred}(X, f(M))$

Standard derivation rules in resolution hold, nothing is added.

We can enhance subsumption, provided  $f$  is monotonic:

$\text{Pred}(X, M1)$  subsumes  $\text{Pred}(Y, M2)$  iff  $Y = Xs$  and  $M1 \geq M2$ .

# Probabilistic part requires tracking

Recall  $P(t, M, C, D)$ :  $C$  is the probability and  $D$  is the set of facts on which the atom depends upon.

Always use rules of form

$$P(\dots, D1) \ \& \ \dots \ \& \ P(\dots, Dn) \ \& \ A1 \ \& \ \dots \ \& \ An \rightarrow P(\dots, \text{union}(D1, \dots, Dn))$$

where  $P$  atoms do contain probabilities and  $A1 \dots An$  do not contain probabilities



# Multiplying probabilities

Generally the rules should have a form

$$P_1(t_1, M_1, C_1, D_1) \& \dots \& P_n(t_n, M_n, C_n, D_n) \rightarrow \\ P(t, M, f(M_1, \dots, M_n), g(C_1, \dots, C_n, D_1, \dots, D_n), \text{union}(D_1, \dots, D_n))$$

- In simple cases  $g(C_1, \dots, C_n, D_1, \dots, D_n) = C_1 * \dots * C_n$
- However, if  $\text{intersection}(D_1, \dots, D_n)$  is not empty,  $C_i$ -s corresponding to  $D_i$ -s with multiple occurrences should be used only once

# Cumulating evidence

Use evidence cumulating rule schema:

$\text{Pred}(X, M1, C1, D1) \ \& \ \text{Pred}(X, M2, C2, D2) \ \& \ \text{Empty}(\text{Intersection}(D1, D2))$

$\rightarrow$

$\text{Pred}(X, \min(M1, M2), (C1 + C2) - (C1 * C2), \text{union}(D1, D2))$

# Cumulating evidence

Example: independent facts

a)  $\text{bar}(X, M, C, D) \ \& \ M > 0.75 \rightarrow \text{openat12}(X, 1, C * 0.8, D)$

b)  $\text{intitle}(X, \text{"allnight"}, M, C, D) \ \& \ M > 0.75 \rightarrow$   
 $\text{openat12}(X, 1, C * 0.9, D)$

c)  $\text{bar}(\text{malloy}, 1, 1, \{c\})$ .

d)  $\text{intitle}(\text{malloy}, \text{"allnight"}, 1, 1, \{d\})$ .

a,c: e)  $\text{openat12}(\text{malloy}, 1, 0.8, \{c\})$

b,d: f)  $\text{openat12}(\text{malloy}, 1, 0.9, \{d\})$

giving for our case ( $0.8 + 0.9 = 1.7$ ,  $0.8 * 0.9 = 0.72$ ,  
 $1.7 - 0.72 = 0.98$ )

$\text{openat12}(\text{malloy}, 1, 0.98, \{c, d\})$

# Cumulating evidence

Example: dependent facts

f)  $\text{activity}(X, \text{heavymetal}, 1, 1, D) \rightarrow$   
 $\text{activity}(X, \text{music}, 1, 1, D).$

g)  $\text{activity}(X, Y, M1, C1, D1) \ \& \ \text{likes}(U, Y, M2, C2, D2) \rightarrow$

$\text{fits}(U, X, 1, M1 * M2 * C1 * C2, \text{union}(D1, D2))$

a)  $\text{likes}(\text{john}, \text{music}, 1, 0.6, \{a\})$

b)  $\text{likes}(\text{john}, \text{heavymetal}, 1, 0.8, \{b\})$

c)  $\text{activity}(\text{crown}, \text{heavymetal}, 1, 1, \{c\}).$

c,f: h)  $\text{activity}(\text{crown}, \text{music}, 1, 1, \{e\}).$

g,a,h(cf): i)  $\text{fits}(\text{john}, \text{crown}, 1, 0.6, \{a, c\})$

g,b,c: j)  $\text{fits}(\text{john}, \text{crown}, 1, 0.8, \{b, c\})$

# Ranking calculation in meta-logic

- Derive all open-at-time facts.
- Derive all independent addrank facts, using:

Popularity(X,P) -> addrank(X, pf(P))

Likes(X,Y,M1) & assoc(Z,Y,M2,C,D) ->  
addrank(X,Z, f(M1,M2,C),D)

Dislikes(X,Y,M1) & assoc(Z,Y,M2,C,D) ->  
addrank(X,Z, nf(M1,M2,C),D)

- Sum all maximal pos/neg addrank numbers for objects.
- Filter out objects which are open at time.
- Order by rank.

# Summary 1

Represent facts as  $P(t,M,C,D)$  where:

M- fuzzy measure of  $P(t)$  holding

C – confidence as probability of at least  $P(t,M)$  holding

D – set of facts on which  $P(t,M,C)$  depends

Represent rules as

$P_1(t_1,M_1,C_1,D_1) \ \& \ \dots \ \& \ P_n(t_n,M_n,C_n,D_n) \ \&$

$M_1 > L_1 \ \& \ \dots \ \& \ M_n > L_n \ \& \ A_1 \ \dots \ \& \ A_m$

->

$P(t,M,f(M_1,\dots,M_2),g(C_1,\dots,C_n,D_1,\dots,D_n),\text{union}(D_1,\dots,D_n))$

# Summary 2

Add evidence cumulating rule

$\text{Pred}(X, M1, C1, D1) \ \& \ \text{Pred}(X, M2, C2, D2) \ \& \ \text{Empty}(\text{Intersection}(D1, D2))$

->

$\text{Pred}(X, \min(M1, M2), (C1 + C2) - (C1 * C2), \text{union}(D1, D2))$

Add extended subsumption

$\text{Pred}(X, M1, C1, D1)$  subsumes

$\text{Pred}(Y, M2, C2, D2)$

iff  $Y = Xs \ \& \ M1 \geq M2 \ \& \ C1 \geq C2 \ \&$

$D1$  is a subset of  $D2$

